

## Munera Sine Missione, Exagoni Libero

### Rules for Gladiatorial Combat

#### Adapted by Phil West

These rules are an adaption of [Munera Sine Missione \(v2.1\)](#) by Alan Saunders, 2002-2012, which were based on *"We Who Are About To Die Demand a Recount"* by Gary Comardo, published in Issue 67 of *"Saga"*. The special attacks were chiefly inspired by Chris Peers's Gladiator combat rules in the *Foundry Miniatures Compendium*.



The main differences in the rules are:

1. I have adapted the game for those that do not have a hex-mat or prefer to play without one.
2. "Strength" renamed "Stamina".
3. Spear and Lasso ranges increased.

4. I have added the Arbelas, Scissor and Murmillo as fighter classes. Rules for the Arbelai and Scissores's special weapons have been added.
5. Modifiers on AP or Attack roll have been repeated in the weapon descriptions to speed things up.
6. Rules for the Galerus have been added and changed slightly.
7. An appendix of "Special Attacks" added and relevant modifiers for "Appealing to the Crowd" added to that table.

### The Game

You will need:

- An area for the arena. For a straight fight between two to four gladiators, a square, rectangle, circle or oval of about 12" long will probably be sufficient. More gladiators will need more room. I have visited a number of real arenas in my travels and the actual combat areas have often been surprisingly small.
- Some model gladiators.
- Some six-sided dice (D6), ideally of different colours.
- Pencil and paper.

### The Gladiators

Each gladiator has a Stamina rating, which is equal to 4 plus the roll of a D6. In a campaign, this is rolled before each bout since a gladiator may have off-days or good days. Stamina value will therefore vary between 5 and 10.

Your record sheet will also make a note of the gladiator's fatigue level and it will also be useful to make a note of wounds, injuries and the defeats scored against enemies during the combat since an account of these will be required if "Appealing to the Crowd" (page 5).

You will need to decide how the gladiator is armed and what armour and protection he has. A sample set of common gladiator types is given at the end of these rules on page 8, albeit that they are based on miniature figure ranges and not entirely historical.

Note down what weapons the gladiator has, and in which hand he uses it (although this isn't too important). The rules for shields assume the gladiators are right-handed.

Shields can be small or large.

Armour can be none, light or heavy. Heavy is the full plate or mail protection of such gladiators as the Crupellarius. Most gladiators have light armour. Helmets are ignored (or factored into light armour) unless they are fully-enclosed. Where the profiles in Appendix B specifically mention a helmet it is an enclosed helmet.

The armour and shield a gladiator has determines his Save Roll. This should be accumulated as below:

#### Armour/ Shield Save Modifier

No armour +0	No shield +0	Enclosed Helmet +1
Light armour +1	Small shield +1	
Heavy armour +2	Large shield +2	

Example: A gladiator has Light Armour (+1) and a Large Shield (+2), for a total Armour Save of +3. If he loses his shield then his Armour Save drops to +1.

The full modifier for a shield only applies to attacks from the front or left side quadrants. (See "Facing", page 3.) A large shield gives +1 Armour Save against attacks from the right side. Attacks from the rear quadrant ignore the Armour Save from shields.

Total save cannot exceed 5.

#### Sequence of Play

Roll dice to determine the order of play. This order applies throughout the whole game.

Each gladiator takes their turn and play then passes to the next. Keep going until someone wins.

On his turn a gladiator does the following:

- 1) Roll a D6 to see how many Action Points (AP) he has that turn.
- 2) Spend his AP to move and to attack other gladiators.

#### Action Points.

At the start of his turn a gladiator rolls a D6 to determine how many AP he has for that turn. He gets AP equal to the roll of the die, modified as follows:

No Armour	+2
Light Armour or Galerus	+1
Large Shield	-1
Tired (Fatigue greater than Current Stamina)	-1
Exhausted (Fatigue more than twice Current Stamina)	-2
Injured (At least half of original Stamina lost)	-1
Entangled in Net or Lasso	-3
Knocked Down	-2 or Armour Save, whichever is higher.

An AP score of zero or less is treated as zero.

If a gladiator is tired or exhausted, must make their AP die roll with a net modifier of -6 or worse, and are adjacent to the frontal arc of an opposing gladiator they will immediately give in and "Appeal to the Crowd" (page 5).

A gladiator may choose to discard their shield at any time in order to decrease the weight they are carrying. If they do so, however, they may not recover the shield for the rest of the bout. Helmets may also be discarded. Note that a gladiator who loses their shield because of a critical hit *is* allowed to recover it.

AP can be spent as in any order the player wishes, as follows:

Move one hex/ increment directly forward	1 AP
Move one hex/ increment in any other direction, without changing facing (if wearing a fully-enclosed helmet)	3 AP
Move one hex/ increment in any other direction, without changing facing (no helmet)	2 AP
Change facing by up to 90°	1 AP
Stand up	0 AP
Attack with an Unwieldy weapon	2 AP
Attack with any other weapon	1 AP
Draw or sheath a sword or dagger	1 AP
Attack a second time this turn with any weapon	+1 AP
Attempt to cut free of net or lasso	1 AP
Pick up weapon or shield in adjacent hex	1 AP
Pick up helmet in adjacent hex	2 AP
Kick object you are in adjacent hex into the next hex	1 AP
Shoot bow	2 AP

A gladiator who spends 7 or more AP in a single turn gets a point of fatigue. A gladiator who is tired or exhausted cannot expend more than 6 AP.

### Movement

The original rules for *Munera Sine Missione* required a hex-grid. This version makes the use of such a grid optional. A hex-grid does make establishing move distances and ranges easier, but is not essential.

Where the rules here say “one hex” any convenient unit of measurement can be substituted such as the width/depth of the model’s base or one inch. If you prefer to work in centimetres simply double any of the distances given in the rules. 5 hexes would be 10cm. 20mm increments or inches are suitable for the scales of figures most likely used for these games. “Adjacent hex” can be taken to mean “within one inch/ base width/ 2cm” and so on.

If all of the models are mounted on the same sized bases, move distance can be measured from the edge of the base. If using figures with different sizes of base, measure from the centre of the base.

Gladiators may not pass through a space containing other gladiators.

### Facing

The area around a gladiator is divided into four quadrants, which can be visualized as being defined by an **X** above the gladiator. These are the frontal arc, left and right-side arcs and the rear quadrant.

Attacks can only be made against enemies within the attacker’s frontal arc. The frontal arc is 90 degrees, so can be taken to be to 45 degrees either side of the centreline.

### Adjacent

A gladiator is considered to be adjacent to another gladiator or a dropped object if they are within one inch/base of it or in the adjacent hex. For models this will normally mean their bases or part of the models are touching. Adjacent objects such as weapons, shields or helmets can be picked up or kicked to a distance of 1"/ one hex.

### Walls and Boundaries

The playing area is considered to be surrounded by a high wall. No actions can move a figure past this wall. Thrown or discarded items cannot pass this wall and stop if they reach it.

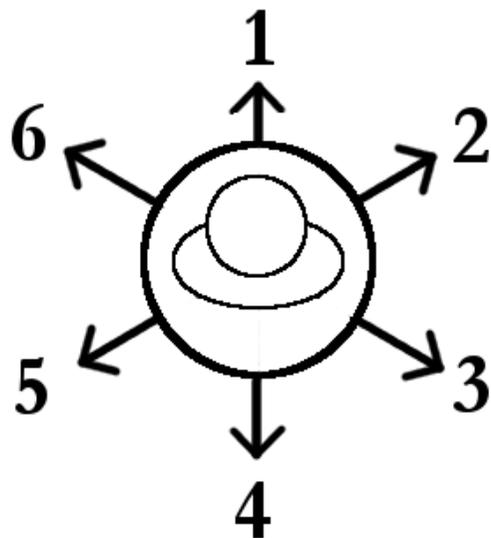
### Random Direction

The rules such as those for arrows and throwing weapons sometimes require a location to be randomly generated. Since this version of the rules does not require hexes, the following is used.

If, for example, a Gaetulian is throwing a dart at a Thracian, visualize a hexagon around the target model, with the points numbered 1 to 6. The top point, no.1, points directly back at the thrower. Roll a D6 to determine where the dart lands relative to the target. A 1 would fall short and a 4

would go long. 2 and 3 are on the target's right, respectively ahead and just behind, while 5 and 6 are the equivalents on the left.

If using a hex grid simply allocate numbers to the sides or points of the hex and roll a D6.



## Attacks

These rules apply to swords and similar weapons. Special weapons are described after the main rules in Appendix A, page 6.

In order to attack, a gladiator must have his opponent within his frontal arc in an adjacent hex. Ranged attacks and other attacks that do not require the models to be touching are also made within the frontal arc.

Determine if you are attacking the front, side, or rear quadrant of your opponent.

A gladiator cannot make more than two attacks in a turn.

## Attack Procedure

The attack procedure is as follows:

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1. Both attacker and defender roll a D6. If they both roll the same number then determine any Special Events (see the "Double Trouble" section, page 5.).
2. If the roll was not a Double, the attacker then modifies his roll with any relevant attack modifiers (page 4) and subtracts the defender's roll from the total.
3. If the attacker's score is negative or equal to the defender's score, the defender is pushed back. The defender jumps back an inch/ hex and the attacker takes a point of fatigue. If the defender cannot enter that space because of another gladiator or the edge of the arena, he stays where he is but is knocked down.
4. If the attacker's modified score is positive, he has hit the defender. The defender must roll a D6 to see if they save.
5. To make an Armour Save, roll a D6 and score equal-to or less-than your total Armour Save value against attacks from that facing. Note that a gladiator with no save modifier automatically takes wounds if hit.
6. Reduce the defender's Stamina by any wounds caused (if any).

## Attack Modifiers

Attacking from opponent's front	+0
Attacking from opponent's side	+2
Attacking from opponent's rear	+3
Defender entangled	+1
Each other gladiator that has the defender adjacent and in their frontal arc	+1
Disadvantaged attack	-1
Double Disadvantaged attack	-2

## Effects of Wounds

1. A gladiator that has lost at least half of their Stamina is injured.
2. A gladiator that has a Stamina value of 0 or less is beaten and must "Appeal to the Crowd".

3. A gladiator whose Stamina drops to -3 or less is mortally wounded.

### Knock Down

Certain effects cause a gladiator to be knocked down:

1. A knocked down gladiator automatically stands up on their next turn. This costs no AP. However, having been knocked down requires they subtract either 2, or their Armour Save (whichever is higher), from their AP roll on that turn. A gladiator who stands up cannot leave the spot they are in during that turn, but may attack and/or change facing.
2. An already knocked down gladiator who is knocked down again is beaten and must “Appeal to the Crowd” (page 5) if they are also within the frontal arc of an adjacent opponent.
3. A knocked down gladiator can be pushed back.
4. If a gladiator is knocked down and has AP remaining, the AP for that turn are lost.

### Fatigue

A gladiator takes a point of fatigue if:

1. They attack another gladiator and miss (causing a push-back)
2. They use more than 6 AP during a turn.

If their total fatigue exceeds their current Stamina then they are considered **Tired** and take a -1 to their AP roll.

If their total fatigue is more than double their current Stamina they are **Exhausted** and take a -2 to their AP roll.

### “Double Trouble”

If both attacker and defender roll the same number, check the following table to see which special event has occurred:

Double 6	Defending gladiator takes 2D6 wounds, with no Armour Save allowed.
Double 5	Defender loses their shield, if they have one. If they don't have a shield, they lose an enclosed helmet if they have one. Otherwise they are knocked down The item falls into a random adjacent hex and may be recovered.
Double 4	Defender knocked down.
Double 3	Attacker knocked down.
Double 2	The defender is floored, and must “Appeal to the Crowd” if the attacker can end their turn adjacent to the defender. The fight is over. Otherwise treat as “Defender knocked down”.
Double 1	A weapon breaks or is lost. Roll a D6: <ul style="list-style-type: none"><li>• On a 1-3 it is that of the attacker,</li><li>• On a 4-6 it is that of the defender.</li><li>• A roll of 1 or 6 means that the weapon is broken or otherwise lost for good. Any other roll means that the weapon falls into a random adjacent hex.</li><li>• The defender loses a random weapon (counting a net or lasso as such, but not a shield) or is knocked down if they have no weapon.</li><li>• The attacker loses the weapon they used to make the attack, except in the case of an improvised attack, in which case they are knocked down.</li></ul>

### Appeals to the Crowd

A gladiator is beaten and must “Appeal to the Crowd” if any of the following occur:

1. Their Stamina drops to 0 or less.
2. They are tired or exhausted and start their turn with an AP modifier total of -6 or worse, and are in an adjacent opponent's front arc.
3. They are the victim of a “Double 2” Special Hit.
4. They receive a knocked down result whilst already knocked down.

In order to Appeal to the Crowd, a gladiator must roll 2D6 and apply the following modifiers:

+1	If the gladiator is injured.
+1	If <i>both</i> gladiators are either tired or exhausted
+1	If the gladiator used a Whirling Attack at least once but rolled no Doubles attempting any Whirling Attack.
+1	For each opponent the gladiator has injured.
+2	For each gladiator they have defeated today (whether killed or spared by the crowd).
+2	If the gladiator is Popular (See “Experience”).
-1	If the gladiator has not inflicted any wounds on his opponents.
-1	For each other gladiator the crowd has spared today.
-1	If the gladiator is not wearing an enclosed helmet. Roman crowds preferred their fighters to be faceless.
-1	If the gladiator rolled a Double when attempting any Whirling Attacks.
-1	Gladiator resorted to throwing sand at an opponent during the combat
-1	Gladiator is a Hoplomachus. (Traditionally regarded as a bully and unpopular with the crowd).
-2	If the gladiator is unwounded.
-2	If the crowd has already spared this gladiator today.

A straight roll of “12” indicates that the crowd are automatically merciful and a straight roll of “2” means that the crowd want the gladiator killed. Otherwise, on an adjusted score of 7 or more, the crowd spare the gladiator and on a score of 6 or less they vote for the gladiator to be dispatched. As you can see, the crowd likes to have seen lots of blood and action, and only has a limited supply of mercy.

### Experience

This is for continuing campaigns or if you wish to pit one skilled gladiator against several less-skilled ones.

A gladiator can have up to five skills. These are:

1. Reflexes: +1AP

2. Attack: +1 to attack die roll
3. Dodge: Attacker always takes -1 to attack roll.
4. Stamina: Starting Stamina of 6+D6 rather than 4+D6.
5. Popularity: +2 when Appealing to the Crowd

He may only have each skill once. At the end of a bout, a gladiator gains one skill if he has defeated another gladiator with at least as many skills. In other words, in order to progress you must beat gladiators at least as good as yourself.

Example: Quintus and Julius both have no skills. Quintus beats Julius in a bout, so gains one skill. A few weeks later they meet again, and Quintus beats Julius once more. Because Quintus has more skills than Julius, however, he gains no new skill.

### Appendix A: Weapons and Shields

The above rules assume that the gladiators are armed with a sword, long dagger or some equivalent short hand-weapon. The following rules cover more exotic weapons. Gladiators with more than one drawn or readied weapon may strike with each once per turn, but cannot make more than two attacks in a turn.

Some weapons have specific abilities. These are:

*Unwieldy* – These weapons always cost 2AP to use.

*Armour Penetration* – These weapons reduce the target’s Armour Save by one.

*Bash* – These weapons knock down the defender if they are hit but make their Armour Save, but only if the defender is currently standing (a knocked down defender is not knocked down again).

*Disadvantaged* – These weapons attack with a -1 to the attacker’s die roll.

*Double Disadvantaged* – These weapons attack with a -2 to the attacker’s die roll.

Specific weapon rules are as follows:

**Dagger** - A secondary weapon for some gladiators. Always treat as a Disadvantaged weapon. Daggers attack with a -1 to the attacker's die roll. Drawing or sheathing a dagger is 1AP.

**Shield** - A shield may be small or large. Any shield may be used as a Disadvantaged weapon with a -1 to the attacker's die roll. Large shields have the Bash ability.

**Sica** - This is the curved dagger/ sword weapon of the Thraex or Thracian. A sica always counts as Disadvantaged with a -1 modifier to the Attack Roll but the defender reduces the save bonus of their shield by 1.

**Cestus** - Metal and leather boxing gloves used in pairs. Cannot be dropped or discarded. Inflicts one less point of damage than other weapons. Binding around forearms gives a +1 save.

**Two-Handed Swords, Axes or Clubs** - These weapons are Unwieldy (2 AP to use), but have both the Armour Penetration (-1 to Defender's Save) and Bash abilities. If used one-handed they count as Disadvantaged with a -1 modifier to the Attack Roll.

**Improvised Attack** - This represents the use of fists, kicks, head-butts or any other form of attack not covered by weapons. A gladiator may make up to two improvised attacks during a turn. Improvised attacks are always Double Disadvantaged with a -2 to the attacker's die roll.

**Long Spear or Trident** - A long spear or trident can attack targets that are adjacent or 2"/ two hexes away, but are always treated as Unwieldy so cost 2 AP to use. When attacking an adjacent target they are a Disadvantaged weapon with a -1 to the attacker's die roll. A gladiator with both hands free can use the weapon two-handed, in which case it has the Armour Penetration ability and reduces the target's Armour Save by 1.

**Net** - The signature weapon of the Retiarius. A net attack uses the same procedure as other weapons, modified as described below. It may be used at

up to 2 hexes, counting as Disadvantaged (-1 modifier to Attack Roll) at one hex or greater range. A net is Unwieldy (2 AP to use).

Roll the attack as normal, including Special Events. If the attack hits then determine how many wounds it rates. No wounds are actually scored, but the defender must roll greater than that number on a D6 or they become entangled. A Special Event which causes wounds cause 1D6 less than stated but the defender is automatically entangled.

An entangled opponent may make up to one attempt to cut free of a net each turn, at a cost of 1AP, and needs a D6 roll of 5 or 6 to succeed. On a roll of "6" the net is lost for good, otherwise it is automatically recovered by the Retiarius.

So long as the opponent is entangled, the Retiarius is considered to be holding the net, and cannot use their other weapons two-handed.

**Lasso** - The weapon of the Laquearius. This is treated as a net except it may only be used to entangle a target at 2 to 4 hexes range, counting as Disadvantaged (-1 modifier to Attack Roll) at 2 hexes or further.

**Cape** - A cape is treated as a small shield, except that it may not be used as a weapon. However, it may be used to entangle in the same way as a net, but at one hex range only. A gladiator entangled in a cape cannot make any attacks, but disentangles on a D6 score of 3-6.

**Cone** - A specialist tool of the Contra-Retiarius. If a gladiator with a cone is attacked by a net, roll a D6. On a 5-6 they have caught and shredded the net, regardless of whether it hit or not. The cone can also be used as a dagger (-1 modifier to Attack Roll) and is treated as a dagger that is always drawn.

**Arbelos** - The special weapon of the Arbelas, consisting of a crescent blade. The *arbelos* counts as a dagger (-1 modifier to Attack Roll) but if it successfully wounds a foe the broad blade does an extra wound of damage. While not as effective as a Cone, the hemispherical blade is of some use against a net. If a gladiator with an *arbelos* is actually hit by a net (not just

attacked), roll a D6. On a 6 they have cut through the net and the net attack fails for that turn.

**Scissor Sword** – A two-bladed sword that resembles a pair of opened shears without the hinge. The design is intended to trap an opponent's weapon so if a Double 1 is rolled the chance of the other fighter losing their weapon becomes 2+. In all other respects the Scissor Sword counts as a normal short sword.

**Throwing Darts and Javelins** - The darts or javelins can be thrown at a target between two and six hexes away using the normal combat rules.

2-4 hexes	1 AP, no modifier to Attack Roll
5 hexes	1 AP, -1 modifier to Attack Roll
6 hexes	1 AP, -2 modifier to Attack Roll

At 5 hexes range they are Disadvantaged (-1). At 6 hexes they are Double Disadvantaged (-2).

If darts or javelins cause a wound, are deflected by armour or cause a special event, then they are lost. Otherwise they land in a randomly determined spot adjacent to the place originally occupied by the target. Make this roll before the defender is pushed back. If the gladiator is close enough to a dart he may pick it up at the cost of 1 AP. Darts may not be used against a target adjacent to the gladiator. A gladiator can carry up to four darts or javelins.

**Short Spear (Hasta)** – A short spear that may or may not be tied to the gladiator's wrist. Regardless, it can be used to attack targets that are adjacent as normal. If not tied it can be thrown up to 4 hexes, and is treated as Disadvantaged at 2 hexes and Double Disadvantaged at 3 or 4 hexes.

1 hex	1 AP, no modifier to Attack Roll
2 hexes	1 AP, -1 modifier to Attack Roll
3-4 hexes	1 AP, -2 modifier to Attack Roll

If the short spear misses or causes no wound, it lands in an adjacent spot to the target. If tied to the wrist it may only be thrown to a range of 2 hexes but is automatically recovered if it misses or causes no wound. If an unfeathered short spear is thrown and causes a wound it is automatically lost.

**Bow** - The weapon of the Sagittarius. A bow can be shot at a target between 2 and 8 hexes away, using the normal combat rules.

At 2 or 7 hexes range it counts as Disadvantaged (-1 to Attack Roll).

At 8 hexes it counts as Doubly Disadvantaged (-2).

Arrows are lost and/or recovered in the same manner as throwing darts (see above). It costs 2 AP to use a bow. Possibly the number of arrows available to the Sagittarius will be limited to D6+3.

**Galerus** - The left arm protection of the Retiarius, resembling a large shoulder piece often combined with a *manica*. It is treated as a small shield in that it defends to the front and left side. It is not lost to Special Events and cannot be used as a weapon. As a type of light armour it gives +1AP. A gladiator wearing a *galerus* may use a weapon such as a long spear with both hands.

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## Appendix B: Sample Gladiators

Roman gladiators were often organized into specific types or classes, and certain classes were commonly matched against certain other classes, a well-known example being Retiarius verses Secutor. I have mentioned some of the usual pairings, but players are encouraged to try any combinations they wish.

Where two values are listed for Save and AP, the first is with the shield and the second without.

### Samnite

The Samnites were an enemy of Rome and captured Samnite armour may have been used to equip the early gladiators.

Samnite gladiators fought with swords and large shields. They would also have a single greave and some form of helmet. This type of fighter was “re-labelled” when the Samnites became allies. The Murmillo and Secutor were probably derived from the Samnite.

Sword, Large Shield, Light armour, Helmet. Save +4/+2. AP 0/+1

### **Retiarius**

The Retiarius was armed with a net and trident, and was often also provided with a four-pointed dagger (*Quadrens*). Retiarii usually fought Secutores or Myrmillones.

Trident, Net, (Dagger), Galerus. Save +1. AP +1.

### **Murmillo**

Also called a Myrmillo. A swordsman with a large shield, the Murmillo is often distinguished by the fish-shaped crest of his helmet. Typically fights Thraecis or Hoplomachi.

Sword, Large Shield, Light Armour, Helmet. Save +4/+2 AP 0/+1

### **Secutor**

The Secutor was a variant of Murmillo designed to fight the Retiarius. The helmet was round and smooth to reduce the risk from the net and the eyeholes spaced so that trident points could not enter.

Sword, Small Shield, Light armour, Helmet. Save +3/+2. AP +1

### **Thracian**

Also known as a Thraex. Used an enclosed, broad brimmed helmet often decorated with a griffin. Distinctive armament was a small round or square shield and a curved sword called a Sica. Commonly fought against Myrmillones or Hoplomachi.

Sica, Small Shield, Light armour, Helmet. Save +3/+2. AP +1

### **Gaul/ Galli**

A fighter designed to resemble Rome’s Gaulish enemies.

Sword, Large Shield, No armour. Save +2/+0. AP +1/+2

### **Hoplomachus**

The Hoplomachus was probably intended to resemble the Greek Hoplite. The Hoplomachus might be equipped with a manica and greaves and a smaller shield. Alternate armament was a throwing spear and a sword. Typically fought Thracians and Murmillones.

Long Spear/ Throwing Spear and Sword, Large Shield, No armour, Helmet. Save +3/+1. AP +1/+2

or Long Spear/ Throwing Spear and Sword, Small Shield, Light armour, Helmet. Save +3/+2. AP +1

### **Cataphractarius**

Long Spear, Sword, Heavy armour, Helmet. Save +3. AP 0

### **Crupellarius**

Sword, Heavy armour, Helmet, Large Shield. Save +5/+3 AP -1/0

Sword, Heavy armour, Helmet, Small Shield. Save +4/+3 AP 0

### **Diamecheri**

A fighter equipped with a pair of swords. Often matched against the Hoplomachus

Two swords, Light armour, Helmet. Save +2. AP +1

### **Cestus/ Pugilarius**

A fighter armed with a pair of *cesti* and trained in boxing. Such fighters might be matched against gladiators with different armament.

Pair of *cesti*, No Armour, Save +1. AP +2

### **Arbelas**

A type of fighter using a sword and a crescent blade called an *arbelos*. The Arbelas may or may not have been the same as a Scissor. Arbelai are shown in Roman depictions fighting other Arbelai or Retiarii.

Sword, *Arbelos*, Heavy armour, Helmet Save +3. AP 0

### Scissor

The Scissor (“cutter” or “slasher”) may have been another name for an Arbelas or may have been another class of gladiator. One theory is that the Scissor used a two-bladed sword resembling opened shears or scissors. Very little is known about the Scissor but since they fought Retiarii I’ve based them on a Secutor with heavier armour.

Scissor sword, Small Shield, Light armour, Helmet. Save +4/+3. AP 0

### Laquearius

The Laquearius fought with a lasso (*laqueus*). My models of Laquearius have spears and galerus, so there is a sat line for these.

Lasso, Sword, No armour. Save +0. AP +2

Lasso, Long spear, Galerus. Save +1 AP +1

### Contra-Retiarius

The Contra-Retiarius was intended to combat the Retiarius and used a special cone-shaped weapon with a hook or blade. The term “Contra-Retiarius” is also used for Secutors.

Sword, Cone, Heavy armour, Helmet. Save +3. AP +0

### Velite

A fighter armed with a thonged throwing spear and named after Roman skirmishers of the Republican era.

The dagger may only be used if the *hasta* has been lost.

Hasta (thonged), Dagger, Small Shield, No armour. Save +1/+0. AP +2

### Gaetolian

Four throwing darts, Dagger, No armour. Save +0. AP +2

### Provocator

A fighter possibly originally intended to resemble the armament of a Roman Legionary, his armament changed over time. A distinctive feature was a small breastplate. The original form had an enclosed helmet, light

armour, a sword and large shield. Provocatores seem to be mainly used to fight other Provocatores.

Long Spear, Small Shield or Buckler, Light armour, Helmet. Save +3/+2. AP +1

### Sagittarius

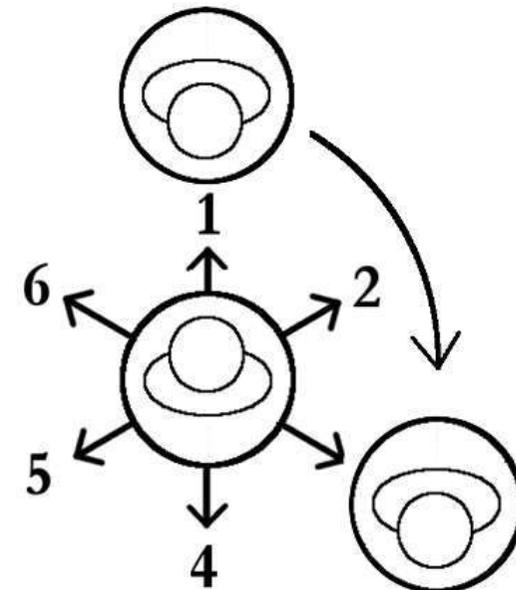
Bow, No armour. Save +0. AP +2

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## Appendix C: Special Moves

### Whirling Attack

The Whirling Attack is a real crowd pleaser. The fighter moves their right foot back and executes a clockwise backward spin to land a powerful blow on the opponent’s back or across the rear of their helmet.



1. The Whirling Attack costs 3 AP, or 4 AP for an Unwieldy weapon.
2. Whirling Attacks can only be made against standing foes by standing attackers.
3. A fighter must be adjacent to his target and in the frontal arc. The attack cannot be made by bows, throwing weapons, nets, lassos etc.
4. A fighter that makes a Whirling Attack starts off in front of the target and finishes in a position 120° from where they started. If they start at hex “1” they end up at “3”, relative to the target and end up facing in the same direction they started in (*See illustration right*).
5. A successful Whirling Attack ignores any save due to shields or *galerus*. A hit also has the “Bash” capability if the weapon used did not have this already.
6. Executing one or more successful Whirling Attacks gives a +1 modifier if the fighter later has to Appeal to the Crowd. This bonus is lost if a Double was rolled when making any Whirling Attacks. If any Whirling Attacks rolled doubles the Appeal to the Crowd has a -1 modifier since the crowd think you are a clumsy joke.

### Feint

To attempt a feint costs an extra 2 AP and only one feint can be made that turn. If one of the attacker’s dice rolls that turn is too low to make a hit they may re-roll if they declared they were using a feint that turn. If the re-roll is also a miss they take two points of fatigue instead of the usual one.

### Grapple

Sometimes the best tactic is to get close, throw your opponent down and stomp on him. A grapple attack costs 2 AP.

1. The fighter that initiated the grapple is the “grappler” and their target “grappled”. This will become relevant if a grapple lasts more than one turn.

2. A grappler must be adjacent to the grappled fighter and needs to discard their shield and the weapon they are holding in order to grasp their foe.
3. Attacker and defender roll dice as normal but any doubles are re-rolled when attempting grappling. Although the attacker is empty-handed the grapple attack does not count as Disadvantaged. All other modifiers to the attack roll apply.
4. If the attacker fails to score higher on their attack roll they take a point of fatigue and the defender is pushed back. The attacker is now unfortunately empty handed.
5. If the attacker scores higher on their attack roll a grapple has begun. The grappler and grappled will continue to grapple until one is thrown, killed or disengages.
6. To resolve a grapple a grapple test is made, with each fighter rolling a D6 and adding their current stamina. If the result is tied the grapple continues into the defender’s following turn, and if this is also tied, into the original attacker’s next turn.
7. If one fighter wins a grapple they may either throw the opponent or disengage.
8. A thrown fighter is knocked down and takes D3 wounds (roll a D6 and half the score, rounding up). He may be attacked further if the thrower has sufficient AP.
9. A disengaged gladiator moves back one inch. If it is their turn they may use any remaining AP however they wish.
10. If the grapple was tied in the last turn another grapple test is made. The player whose turn it is cannot use their AP unless they win the grapple test and either throw or disengage from the other fighter. If the grapple test ties again the grapple continues to the next turn until one side wins or one grappler is wounded by a third party.
11. The gladiator who initiated the grapple will be empty handed and without a shield. This will be the case however the grapple was ended. They may have retained their dagger or

their sword if they were originally using another weapon.  
Drawing a new weapon if they have one costs 1 AP.

12. The fighter who was grappled retains the weapons they were using when grappled if they are thrown or combat was disengaged.

### Hazing

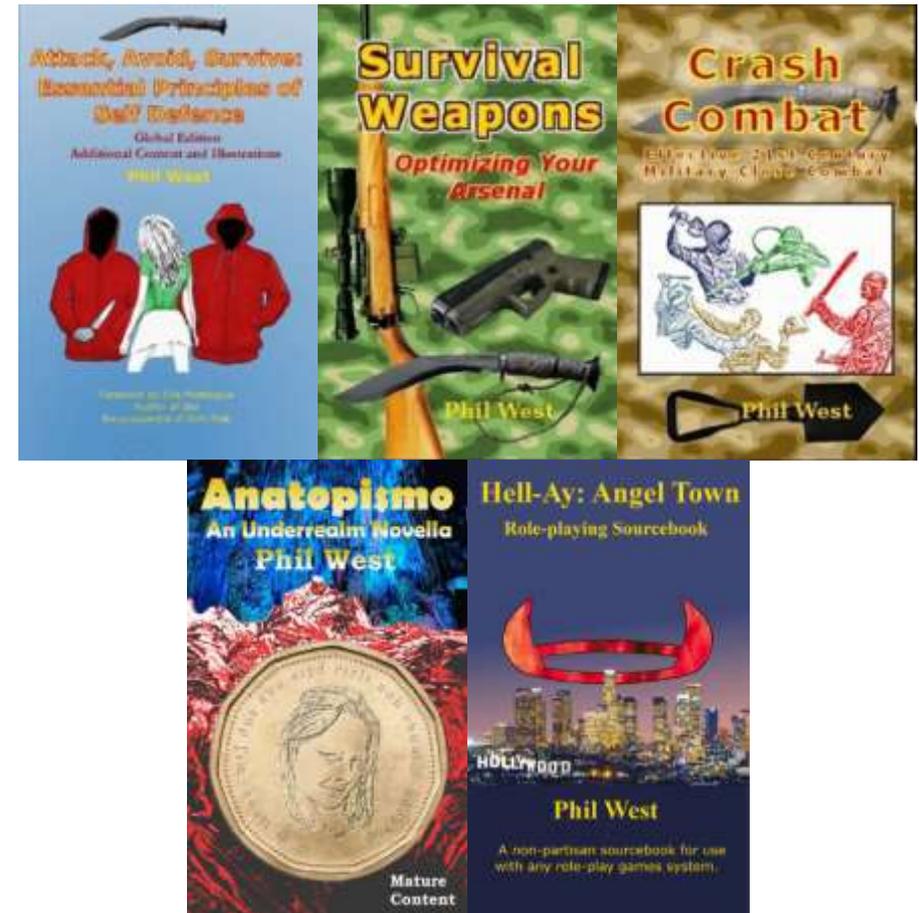
The fighter grabs, flicks or kicks sand from the arena at his opponent's face. Throwing sand costs 2 AP but if successful any additional attacks that turn have a +2 attack modifier and the victim will be at -2 AP in their next turn while they try to clear their vision.

Hazing (obscuring the vision) has a 4+ chance of success against a fighter without a helmet or with an open-faced helmet and a 5+ chance against an enclosed helmet.

Hazing can only be attempted once in a battle. It is regarded as a dirty trick and if used is subject to a -1 modifier if the fighter later has to Appeal to the Crowd.



## The Books



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